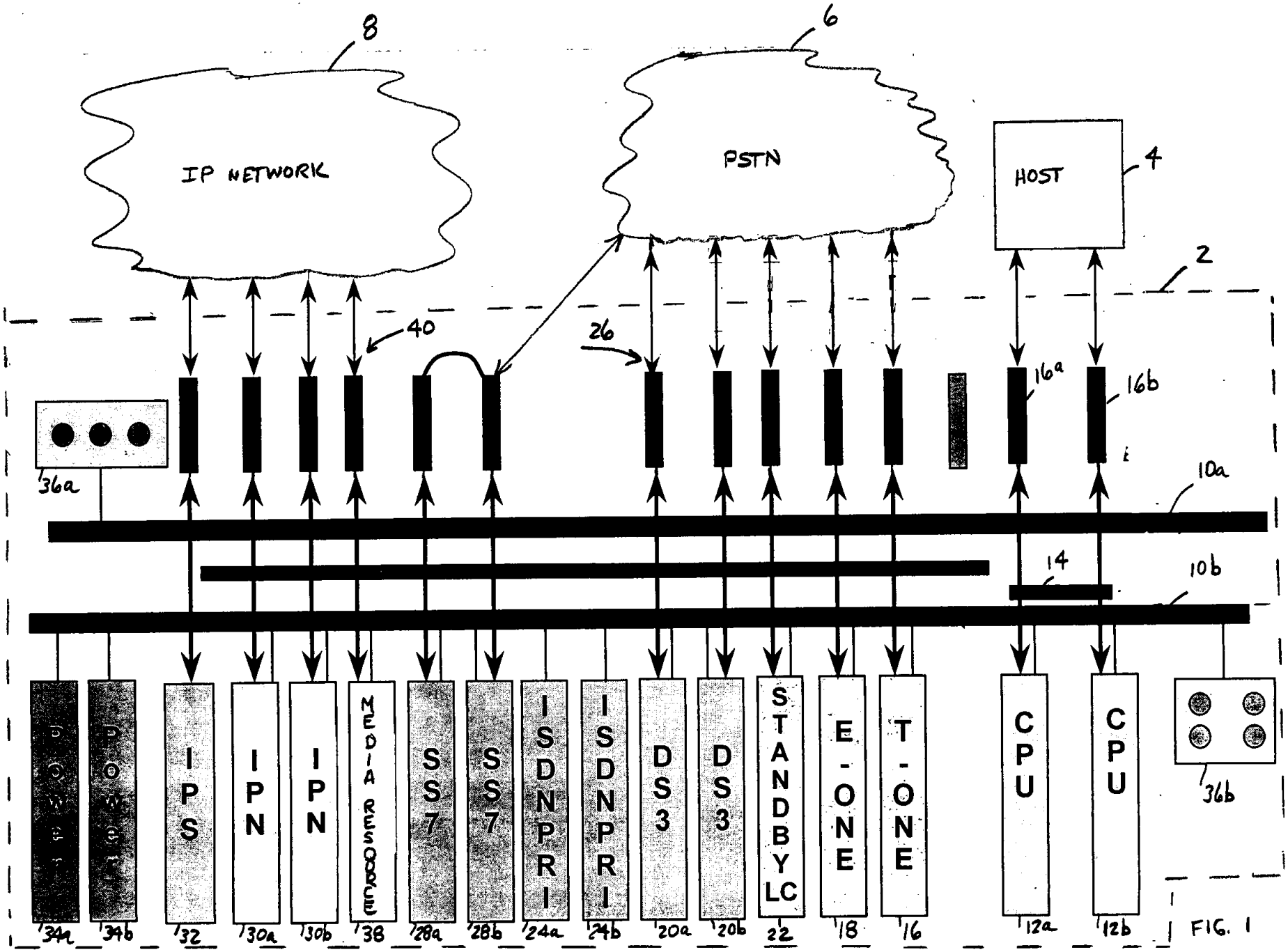
8
IP NETWORK
6
PSTN
HOST
4
2
40
26
16a
16b
36a
10a
14
10b
IPS
IPN
IPN
MEDIA RESOURCE
SS7
SS7
ISDNPRI
ISDNPRI
DS3
DS3
STANDBY LC
E-ONE
T-ONE
CPU
CPU
36b
34a
34b
32
30a
30b
38
28a
28b
24a
24b
20a
20b
22
18
16
12a
12b

FIG. 1

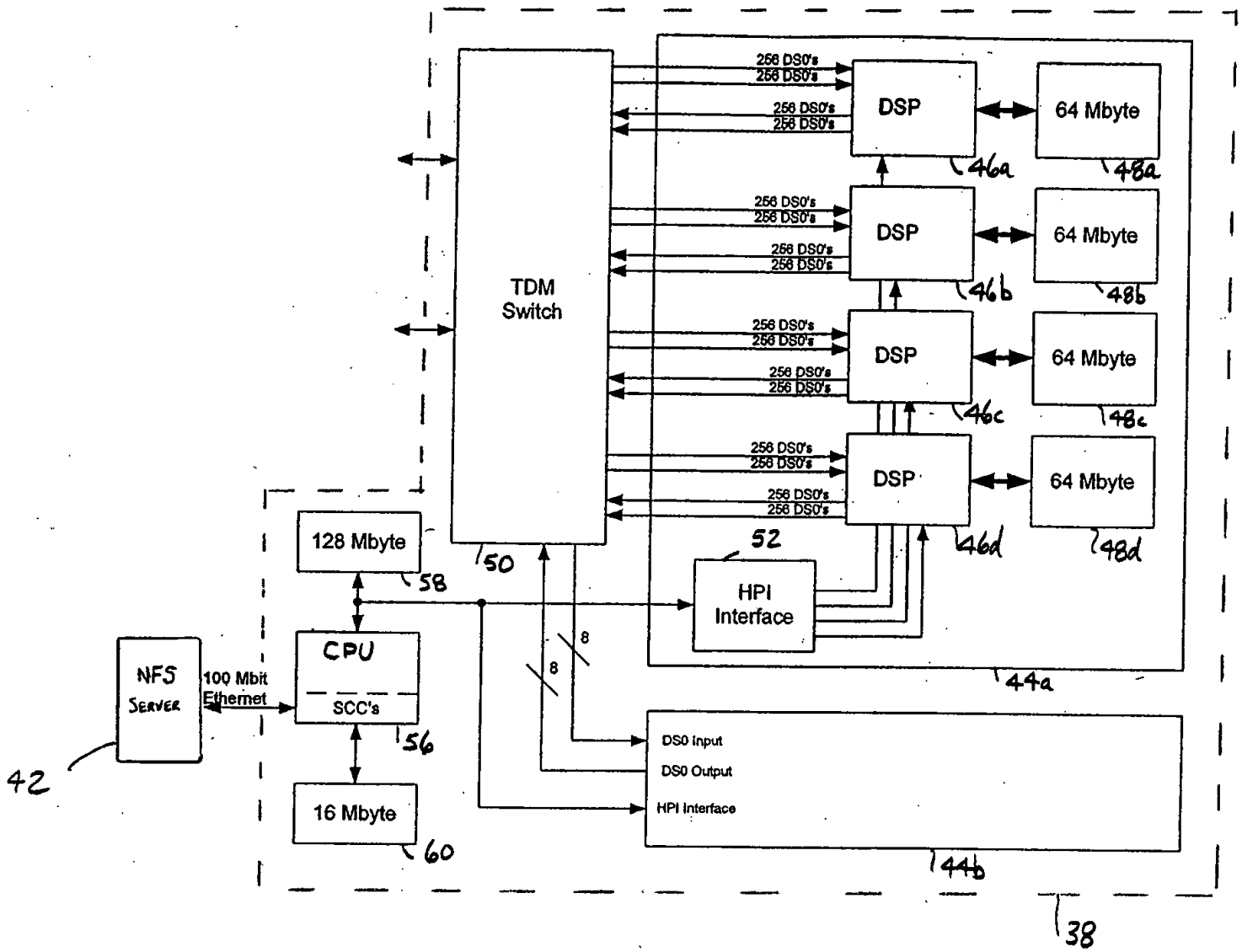
256 DS0's
256 DS0's
256 DS0's
256 DS0's
DSP
64 Mbyte
46a
48a
DSP
64 Mbyte
46b
48b
DSP
64 Mbyte
46c
48c
DSP
64 Mbyte
46d
48d
TDM Switch
50
128 Mbyte
58
52
HPI Interface
8
8
CPU
SCC's
56
NFS Server
100 Mbit Ethernet
42
16 Mbyte
60
DS0 Input
DS0 Output
HPI Interface
44a
44b
38

FIG. 2

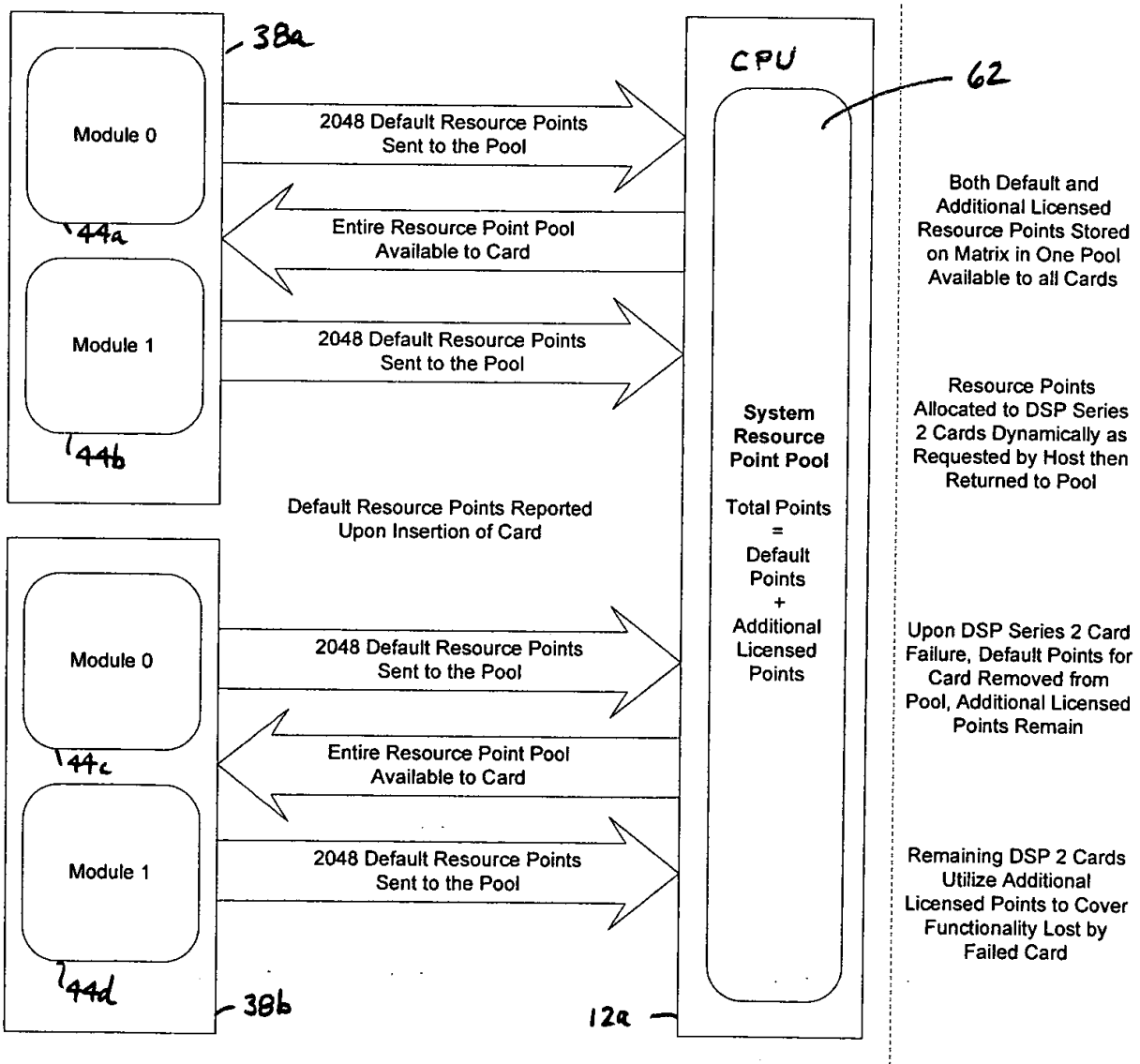
38a
Module 0
44a
Module 1
44b
2048 Default Resource Points Sent to the Pool
Entire Resource Point Pool Available to Card
2048 Default Resource Points Sent to the Pool
Default Resource Points Reported Upon Insertion of Card
Module 0
44c
Module 1
44d
38b
2048 Default Resource Points Sent to the Pool
Entire Resource Point Pool Available to Card
2048 Default Resource Points Sent to the Pool
CPU
62
System Resource Point Pool
Total Points = Default Points + Additional Licensed Points
12a
Both Default and Additional Licensed Resource Points Stored on Matrix in One Pool Available to all Cards
Resource Points Allocated to DSP Series 2 Cards Dynamically as Requested by Host then Returned to Pool
Upon DSP Series 2 Card Failure, Default Points for Card Removed from Pool, Additional Licensed Points Remain
Remaining DSP 2 Cards Utilize Additional Licensed Points to Cover Functionality Lost by Failed Card

FIG. 3

Resource Points and Maximum Resources per DSP

Number	Function	Max Channels Per DSP Stream	Max Channels Per DSP Chip	# of Resource Points / Channel
Tone Reception				
0x01	DTMF (μ-law)	192	384	5
0x02	MFR1 (μ-law)	256	512	5
0x03	DTMF (A-law)	192	384	5
0x04	MFR1 (A-law)	256	512	5
0x05	MFR2 (A-law)	256	512	8
0x06	MFR2 (μ-law)	256	512	8
0x07	CPA (A-law)	192	384	10
0x08	CPA (μ-law)	192	384	10
0x09	Dial Pulse	192	384	10
0x0A	Energy Detection	192	384	10
Tone Generation				
0x30	Universal Gen. (μ-law)	256	512	0
0x31	Universal Gen. (A-law)	256	512	0

4 Streams per DSP; 4 DSPs per Module; 2 Modules per Card

FIG. 4A

Resource Points and Maximum Resources per DSP

Number	Function	Max Channels Per DSP Stream	Max Channels Per DSP Chip	# of Resource Points/ Channel
Conferencing (these functions require 2 streams)				
0x21	Monitor	128	256	8
0x22	Unified	128	256	8
0x23	DTMF Clamped	128	256	8
0x24	Dynamic (μ-law)	128	256	8
0x25	Dynamic w/DTMF Clamped (μ-law)	128	256	8
0x26	Dynamic (A-law)	128	256	8
0x27	Dynamic w/DTMF Clamped (A-law)	128	256	8
File Playback\Record (these functions require 2 streams)				
0x1D	File Playback/Record	64	128	12

4 Streams per DSP; 4 DSPs per Module; 2 Modules per Card

FIG. 4B